Top of Form

Question **1**

Partially correct

Mark 0.33 out of 1.00

Flag question

Question text

Which of the following statements about a Microservice is true *(choose all that apply)*

Select one or more:

a. A MicroService is one single process running on a host

Incorrect

b. Replicas of a Microservice can share a single database

Correct

c. A MicroService interface can be versioned

d. A stateless Microservice can have some state maintained within its own process

e. None of the options are true

Feedback

Your answer is partially correct.

You have correctly selected 1.

The correct answers are: Replicas of a Microservice can share a single database, A MicroService interface can be versioned, A stateless Microservice can have some state maintained within its own process

Question **2**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Service Fabric can monitor the state of a guest application process and create a new instance of the application when the old instance crashes. Which statement is true in this context?

Select one:

a. Its true only for guest executables created in .NET

b. Its true only for any guest executables

Correct

Feedback

Your answer is correct.

The correct answer is: Its true only for any guest executables

Question **3**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

You create a stateless service. You want to run some logic when the service instance is first created. Which method of the service class can be used?

Select one:

a. ActivateAsync()

b. Run()

c. Activate()

d. RunAsync()

Correct

Feedback

Your answer is correct.

The correct answer is: RunAsync()

Question **4**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

For one Microservice to communicate with another Microservice, you have decided to use service remoting as the communication mode. Which of the following namespaces should you import?

Select one:

a. Microsoft.ServiceFabric.Services.Remoting

Correct

b. Microsoft.ServiceFabric.Remoting.Services

c. Microsoft.ServiceFabric.Remoting

d. Microsoft.ServiceFabric.Communication.Channels.Remoting

Feedback

Your answer is correct.

The correct answer is: Microsoft.ServiceFabric.Services.Remoting

Question **5**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

You create a stateful ASP.NET Core Microservice which acts as a gateway for users. You want to modify the port number on which the service runs. What should you do?

Select one:

a. Change the port number in the parameters  file inside the *ApplicationParameters* folder

b. Change the port number in the *Local.1Node.xml*file

c. Change the port number in the *ServiceManifest.xml*file

Correct

d. Change the port number in the *Settings.xml*file

Feedback

Your answer is correct.

The correct answer is: Change the port number in the *ServiceManifest.xml*file

Question **6**

Incorrect

Mark 0.00 out of 1.00

Flag question

Question text

You have multiple instances of a service listening to different ports. Can the client connect to a specific instance of a service using the port number?

Select one:

a. Yes

b. No

Incorrect

Feedback

Your answer is incorrect.

The correct answer is: Yes

Question **7**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

You create a Microservice that needs to connect to a SQL Server database. In which file should the connection string be stored?

Select one:

a. Local.1Node.xml AND Local.5Node.xml

b. ServiceManifest.xml

c. The paraters file for that specific service

d. Settings.xml

Correct

Feedback

Your answer is correct.

The correct answer is: Settings.xml

Question **8**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Which of the following is the correct way to get a reference to a reliable dictionary named *myDictionary*?

Select one:

a. var myDictionary = await this.StateManager.Get     <IReliableDictionary<string, string>>("myDictionary");

b. var myDictionary = await this.StateManager.GetOrAddAsync     <IReliableDictionary<string, string>>("myDictionary");

Correct

c. var myDictionary = await this.StateManager.GetAsync     <IReliableDictionary<string, string>>("myDictionary");

d. var myDictionary = await this.StateManager.GetOrAdd     <IReliableDictionary<string, string>>("myDictionary");

Feedback

Your answer is correct.

The correct answer is: var myDictionary = await this.StateManager.GetOrAddAsync     <IReliableDictionary<string, string>>("myDictionary");

Question **9**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Consider the following code:

<StatefulService ServiceTypeName="SimpleStoreServiceType"

       TargetReplicaSetSize="3" MinReplicaSetSize="3">

<UniformInt64Partition LowKey="1"  HighKey="100"/>

       </StatefulService>

You want to distribute the key range to 10 partitions. What should you do?

Select one:

a. Add the *PartitionCount=”10”* attribute to the *<UniformInt64Partition>* element

Correct

b. Add the *Count=”10”* attribute to the *<UniformInt64Partition>* element

c. Add the *Partition=”10”* attribute to the *<UniformInt64Partition>* element

d. Add the *Partition=”10”* attribute to the *<StatefulService>* element

e. Add the *Count=”10”* attribute to the *<StatefulService>* element

f. Add the *PartitionCount=”10”* attribute to the *<StatefulService>* element

Feedback

Your answer is correct.

The correct answer is: Add the *PartitionCount=”10”* attribute to the *<UniformInt64Partition>* element

Question **10**

Incorrect

Mark 0.00 out of 1.00

Flag question

Question text

You decide to implement the Actor pattern for an Internet of Things (IoT) scenario. Which of the following can be considered as an actor? *(Choose all that apply)*

Select one:

a. Sensor

Incorrect

b. Device

c. Both

Feedback

Your answer is incorrect.

The correct answer is: Both

Question **11**

Incorrect

Mark 0.00 out of 1.00

Flag question

Question text

To communicate with an actor, the client application\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

Select one:

a. Needs to know the physical location of the actor which can then be passed to the ActorProxy

b. Need not know the physical location of the Actor

Incorrect

Feedback

Your answer is incorrect.

The correct answer is: Needs to know the physical location of the actor which can then be passed to the ActorProxy

Question **12**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

The reliable dictionary used by an Actor has which of the following form?

Select one:

a. <string, T>

Correct

b. <T, int>

c. <T, T>

d. <string, string>

e. <int, T>

f. <T, string>

g. <int, int>

Feedback

Your answer is correct.

The correct answer is: <string, T>

Question **13**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

You have decided to create a custom communication stack for MicroService communication, which of the following interfaces must be implemented?

Select one:

a. ICommunicationService

b. ICommunicationProxy

c. ICommunicationListener

Correct

d. ICommunicationChannel

e. ICommunication

Feedback

Your answer is correct.

The correct answer is: ICommunicationListener

Question **14**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Which of the following is true about Stateful Microservices? *(Choose all that apply)*

Select one or more:

a. Reliable State Manager also provides transaction support

Correct

b. A stateful service uses its own process to store states

c. A stateful service uses reliable data structures provided by Service Fabric to store states

Correct

d. State changes need not be handled in transactions

e. The states are not automatically replicated to replicas. This option has to be configured

f. The *Reliable State Manager* manages replications across nodes

Incorrect

Feedback

Your answer is correct.

The correct answers are: A stateful service uses reliable data structures provided by Service Fabric to store states, Reliable State Manager also provides transaction support

Question **15**

Incorrect

Mark 0.00 out of 1.00

Flag question

Question text

Which of the following is the correct way to define a named partition?

Select one:

a. <Service Name="Stateful1">  
<StatefulService ServiceTypeName="Stateful1Type"  TargetReplicaSetSize="3"              
                                               MinReplicaSetSize="3">      
<NamedPartition>        
<Partition Name="California"/>        
<Partition Name="Washington"/>        
<Partition Name="Oregon"/>  
 </NamedPartition>  
</StatefulService>  
</Service>

b. <StatefulService Name="Stateful1" " TargetReplicaSetSize="3" MinReplicaSetSize="3">  
<NamedPartition>        
<Partition Name="California"/>        
<Partition Name="Washington"/>        
<Partition Name="Oregon"/>  
 </NamedPartition>  
</StatefulService>

c. <Service Name="Stateful1" " TargetReplicaSetSize="3" MinReplicaSetSize="3">  
<NamedPartition>        
<Partition Name="California"/>        
<Partition Name="Washington"/>        
<Partition Name="Oregon"/>  
 </NamedPartition>  
</Service>

d. <Service Name="Stateful1">  
<StatefulService Service  Name="Stateful1Type"  TargetReplicaSetSize="3"              
                                               MinReplicaSetSize="3">      
<NamedPartition>        
<Partition Name="California"/>        
<Partition Name="Washington"/>        
<Partition Name="Oregon"/>  
 </NamedPartition>  
</StatefulService>  
</Service>

Incorrect

Feedback

Your answer is incorrect.

The correct answer is: <Service Name="Stateful1">  
<StatefulService ServiceTypeName="Stateful1Type"  TargetReplicaSetSize="3"              
                                               MinReplicaSetSize="3">      
<NamedPartition>        
<Partition Name="California"/>        
<Partition Name="Washington"/>        
<Partition Name="Oregon"/>  
 </NamedPartition>  
</StatefulService>  
</Service>

Question **16**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

In which one of the following roles can a service replica be in at a given point of time? *(Choose all that apply)*

Select one or more:

a. Only Writer

b. Active Secondary

Correct

c. Primary

Correct

d. Idle Secondary

Correct

e. Only Reader

Feedback

Your answer is correct.

The correct answers are: Active Secondary, Idle Secondary, Primary

Question **17**

Partially correct

Mark 0.67 out of 1.00

Flag question

Question text

Which of the following statements is NOT true? *(Choose all that apply)*

Select one or more:

a. The actor pattern internally provides APIs for multithreading

b. When an Actor is not needed, resource deallocation needs to be done inside a *Dispose()* method instead of a destructor. This method is automatically called by Service Fabric

Correct

c. To include static data in a service package, just add folders and files under the service project’s root folder

Correct

d. You can always define custom settings sections and parameters in the *Settings.xml* file under the configuration folder

e. When a node fails, Service Fabric moves the replicas on the node to a healthy node for service continuity

Feedback

Your answer is partially correct.

You have correctly selected 2.

The correct answers are: The actor pattern internally provides APIs for multithreading, When an Actor is not needed, resource deallocation needs to be done inside a *Dispose()* method instead of a destructor. This method is automatically called by Service Fabric, To include static data in a service package, just add folders and files under the service project’s root folder

Question **18**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

.NET Microservices scaling can also be achieved by deploying multiple instances of a service application.

Select one:

True

False

Feedback

Correct

The correct answer is 'True'.

Question **19**

Incorrect

Mark 0.00 out of 1.00

Flag question

Question text

When a primary replica of a service fails, Service Fabric makes a secondary replica as a primary on the same node which contains the primary replica.

Select one:

True

False

Feedback

Incorrect

The correct answer is 'False'.

Question **20**

Incorrect

Mark 0.00 out of 1.00

Flag question

Question text

The *ActorProxy* can be used only for client-to-actor communication.

Select one:

True

False

Feedback

Incorrect

The correct answer is 'False'.

Question **21**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

The actor-level lock is released only when the running method returns and the returned *Task* completes.

Select one:

True

False

Feedback

Correct

The correct answer is 'True'.

Question **22**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Which of the following are true related to Azure Service Fabric? *(Choose all that apply)*

Select one or more:

a. It can be downloaded using NuGet package

b. It is an API for creating reliable Microservices using .NET

Incorrect

c. It is an orchestration tool

Correct

d. A Service Fabric cluster is always built on a bunch of physical machines, called nodes

Incorrect

e. It can be deployed on-premise as well

Correct

Feedback

Your answer is correct.

The correct answers are: It is an orchestration tool, It can be deployed on-premise as well

Question **23**

Incorrect

Mark 0.00 out of 1.00

Flag question

Question text

The instance count for a services specifies how many service instance a single node within a cluster can have. This cannot be changed once specified. Yes or No?

Select one:

a. Yes

Incorrect

b. No

Feedback

Your answer is incorrect.

The correct answer is: No

Question **24**

Partially correct

Mark 0.50 out of 1.00

Flag question

Question text

Which of the following statement is true? *(Choose all that apply)*

Select one or more:

a. In a stateful Microservice, data is not only persisted into the memory, it’s also persisted to disks

Correct

b. A stateful Microservice need not store state in an external storage

c. A partition is a set of nodes responsible for a portion of the complete state of the service

Incorrect

d. A stateful Microservice can only be written in .NET

e. The reliable collections API is by nature synchronous to ensure that state is always consistent

Feedback

Your answer is partially correct.

You have correctly selected 1.

The correct answers are: A stateful Microservice need not store state in an external storage, In a stateful Microservice, data is not only persisted into the memory, it’s also persisted to disks

Question **25**

Incorrect

Mark 0.00 out of 1.00

Flag question

Question text

Which of the following services run on each node of a Service Fabric cluster?

Select one:

a. FabricHost.exe

b. Host.exe

c. FabricNode.exe

d. ServiceFabricHost.exe

Incorrect

Feedback

Your answer is incorrect.

The correct answer is: FabricHost.exe

Question **26**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Which of the statements is valid?

Select one:

a. A reliable .NET Microservice can only be stateless.

b. A reliable .NET Microservice can also be stateless.

Correct

c. A reliable .NET Microservice can only be stateful.

Feedback

Your answer is correct.

The correct answer is: A reliable .NET Microservice can also be stateless.

Question **27**

Incorrect

Mark 0.00 out of 1.00

Flag question

Question text

When building Microservices using the Actor pattern, each Actor must have some state associated with it. Which of the following statements is not true in this case. *(Choose all that apply)*

Select one or more:

a. Yes, this is always a must

b. This depends on the type of the application (console or ASP.NET)

c. This is only true for API Gateways Microservice

d. Yes, but not always

Incorrect

Feedback

Your answer is incorrect.

The correct answers are: Yes, this is always a must, This depends on the type of the application (console or ASP.NET), This is only true for API Gateways Microservice

Question **28**

Incorrect

Mark 0.00 out of 1.00

Flag question

Question text

You create a .NET Microservice using the Actor pattern. You want the actor to maintain state, but you do not want the state to be replicated across replicas. What should you do?

Select one:

a. State replication in the actor model is by default. This cannot be disabled

b. Use the **NoReplica** option in the state management API

c. Use the **Persisted** option in the state management API

d. Set the value of the following element to true in the *Settings.xml*file: *<PersistedInMemory=”true”>*

Incorrect

e. None of the above

Feedback

Your answer is incorrect.

The correct answer is: None of the above

Question **29**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

You have create d a .NET Microservice. Which of the following are a key to service availability? *(Choose all that apply)*

Select one or more:

a. Optimality

Incorrect

b. Multithreading

c. Following a good design pattern while coding

d. Redundancy

Correct

e. Failover

Correct

f. Load Balancing

Correct

Feedback

Your answer is correct.

The correct answers are: Redundancy, Load Balancing, Failover

Question **30**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Which of the following callbacks is invoked when Service Fabric Actor instance is loaded into memory?

Select one:

a. LoadedAsync()

b. ActivatedAsync()

Correct

c. Created

d. Activated

e. CreatedAsync()

f. Loaded

Feedback

Your answer is correct.

The correct answer is: ActivatedAsync()

Question **31**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Consider the following code snippet:

await this.StateManager.TryAddStateAsync(GameStateKey , new GameState

{

Board = new int[9],

NextPlayerIndex = 0,

NumberOfMoves = 0,

Players = new List<Tuple<long, string>>(),

Winner = ""

});

This code adds some state to the reliable state repository provided by Service Fabric. The class in which this code has to be added should inherit which class?

Select one:

a. ActorBase

b. Actor

Correct

c. ReliableStateManager

d. StateManager

Feedback

Your answer is correct.

The correct answer is: Actor

Question **32**

Partially correct

Mark 0.75 out of 1.00

Flag question

Question text

Which of the following can be used to manage the local Service Fabric Cluster? *(Choose all that apply)*

Select one or more:

a. Windows PowerShell Commands

Correct

b. Visual Studio Cloud Explorer

c. Service Manager on the local machine

d. Azure CLI (Cloud Shell)

Correct

e. Control Panel on the local machine

f. Service Fabric Explorer

Correct

Feedback

Your answer is partially correct.

You have correctly selected 3.

The correct answers are: Visual Studio Cloud Explorer, Windows PowerShell Commands, Azure CLI (Cloud Shell), Service Fabric Explorer

Question **33**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Each actor is uniquely identified by an *actor id* which is used for clients or other actors to address the actor. Can the value for this be set explicitly?

Select one:

a. Yes

Correct

b. No

Feedback

Your answer is correct.

The correct answer is: Yes

Question **34**

Incorrect

Mark 0.00 out of 1.00

Flag question

Question text

You create some executable using NodeJS and deploy it to Azure Service Fabric. Which of the following statement is true related to this?

Select one:

a. This will be treated as a Microservice and will have access to the full features of the Service Fabric platform

Incorrect

b. This will be treated as a stateful Microservice but will not have access to the full features of the Service Fabric platform

c. This will be treated as a stateless Microservice but will not have access to the full features of the Service Fabric platform

d. None of the above

Feedback

Your answer is incorrect.

The correct answer is: This will be treated as a stateless Microservice but will not have access to the full features of the Service Fabric platform

Question **35**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

In a ReliableDictionary, both the key and the value \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Select one:

a. Can be of different types

Correct

b. Key must be int and value must be string

c. Key must be string and value must be int

d. Must be of the same type

Feedback

Your answer is correct.

The correct answer is: Can be of different types

Question **36**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Which of the following is the correct way of creating a service proxy?

Select one:

a. proxyFactory.CreateService<IMyService>(  
               new Uri("fabric:/MyApp/MyService"),  
               new ServicePartitionKey());

b. proxyFactory.CreateService<IMyService>(  
               new Uri("fabric://MyApp/MyService"),  
               new ServicePartitionKey());

c. proxyFactory.CreateServiceProxy<IMyService>(  
               new Uri("fabric://MyApp/MyService"),  
               new ServicePartitionKey());

d. proxyFactory.CreateServiceProxy<IMyService>(  
               new Uri("fabric:/MyApp/MyService"),  
               new ServicePartitionKey());

Correct

Feedback

Your answer is correct.

The correct answer is: proxyFactory.CreateServiceProxy<IMyService>(  
               new Uri("fabric:/MyApp/MyService"),  
               new ServicePartitionKey());

Question **37**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Which of the following statement is true?

Select one:

a. if actor A calls a method of actor B, which in turn calls another method of actor A, the call is allowed because it is a single logical call chain context

Correct

b. If actor A calls a method of actor B, which in turn calls another method of actor A, the call is not allowed because it is not a single logical call chain context

c. if actor A calls a method of actor B, which in turn calls another method of actor A, the call is allowed because it is a not single logical call chain context

d. if actor A calls a method of actor B, which in turn calls another method of actor A, the call is not allowed because it is a single logical call chain context

Feedback

Your answer is correct.

The correct answer is: if actor A calls a method of actor B, which in turn calls another method of actor A, the call is allowed because it is a single logical call chain context

Question **38**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Which of the following is true about a Service Fabric node?

Select one:

a. A node is just a Service Fabric runtime process

Correct

b. A node is just a physical machine managed by Service Fabric

c. A node is just a virtual machine managed by Service Fabric

d. A node is just a logical entity managed  by Service Fabric

Feedback

Your answer is correct.

The correct answer is: A node is just a Service Fabric runtime process

Question **39**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Which of the following statement is true?

Select one:

a. A partition cannot have more than 1 primary replica

b. A replica can be a part of more than one partition

c. A replica is always meaningful only when there are multiple partitions

d. A replica is always meaningful only when there is at least one partition

e. A replica can have multiple partitions

f. A partition can have only one replica

g. A partition can have multiple replicas

Correct

Feedback

Your answer is correct.

The correct answer is: A partition can have multiple replicas

Question **40**

Incorrect

Mark 0.00 out of 1.00

Flag question

Question text

Services that do not keep a local state, but maintain it externally  are called \_\_\_\_\_\_\_\_\_\_\_\_\_\_

Select one:

a. Reliable Stateless

b. Reliable Stateful

c. Stateful

Incorrect

d. Stateless

Feedback

Your answer is incorrect.

The correct answer is: Stateless

Bottom of Form

[Finish review](https://ctonlinetest.citiustech.com/mod/quiz/view.php?id=869)